

PA4 - Group11 - UI Report

In this report, we will divide our UI design into four parts, which are: Login screen, class mode, homescreen mode and chatroom mode. The main points of our report will be represented as follow:

Login screen

Scenario 1: Login in an existing account. In this scenario, user will login in an account which is provided by the school administrator. In our system, users cannot freely create a new account. They will fill in two fields: username and password for accessing the resources of our website. Users can save their information of the last login by choosing the button remember me. If a user forgot their password, they can choose “Forgot password” for restoring a new password through email verification.

Sign in

Sign in and start asking questions right away!

Username

Password

☒ Remember me [Forgot password?](#)

Login

Scenario 2: Forgot password:

Login

Forgot password

Enter your email for verification purposes, we will send a 4 digits code to your email.

Continue

First, the user will enter the email address which is linked with his or her account in order to receive the information code. After entering the email address, user will receive the code from email and another screen for entering the code will display as that:

Login

Verification

Enter your 4 digits code that you received on your email.

00:30

Verify

If you didn't receive a code! [Resend](#)

Noticed that this code is only available for a limited time. If they type the wrong code more than three times, the new screen will be displayed as they must verify again and another code will be sent to the aforementioned email. This case can be explained as that:

Login

Wrong verification code

Please try again

Resend Code

Otherwise, if the user enters the correct verification code, they will receive this screen. Users will enter the new password two times in order to update their password. After clicking on the button “Update Password”, the user's password will be changed. They can login to our website with a new password.

Login

New password

Set a new password for your account

New password

Confirm new password

Update Password

Class page:

Scenario 1: Creating a class (Only use by instructor)

Senowire Class feed David James

CS 300: Software Engineer

Problem set 3 part 4

Create new class

Class image

Change image

Class information

Full class name
e.g. Software Engineering

Class number
e.g. CS300

Term

Semester Year

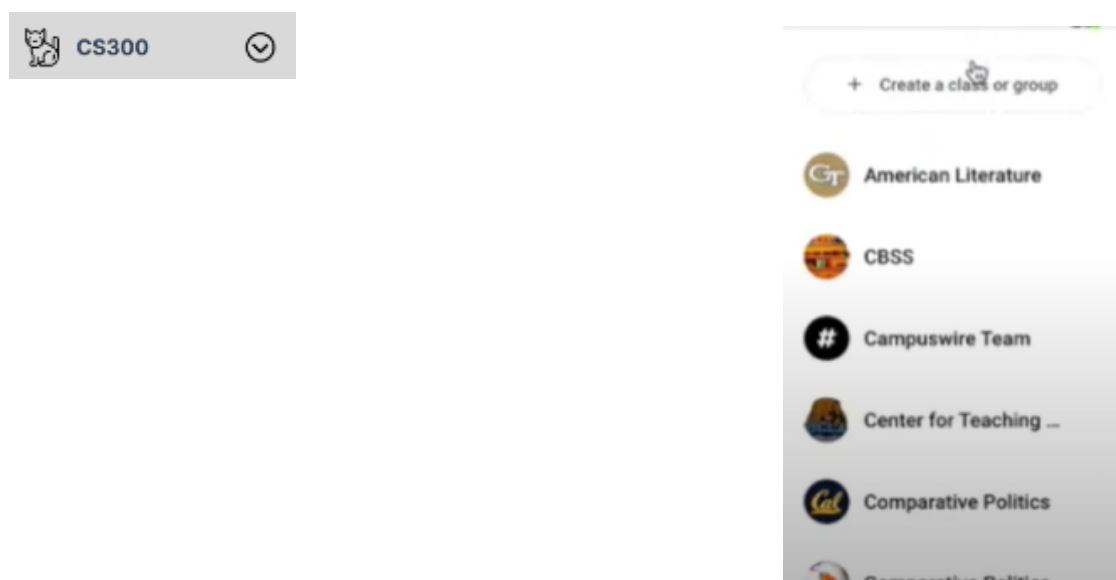
1 2022

Cancel Create

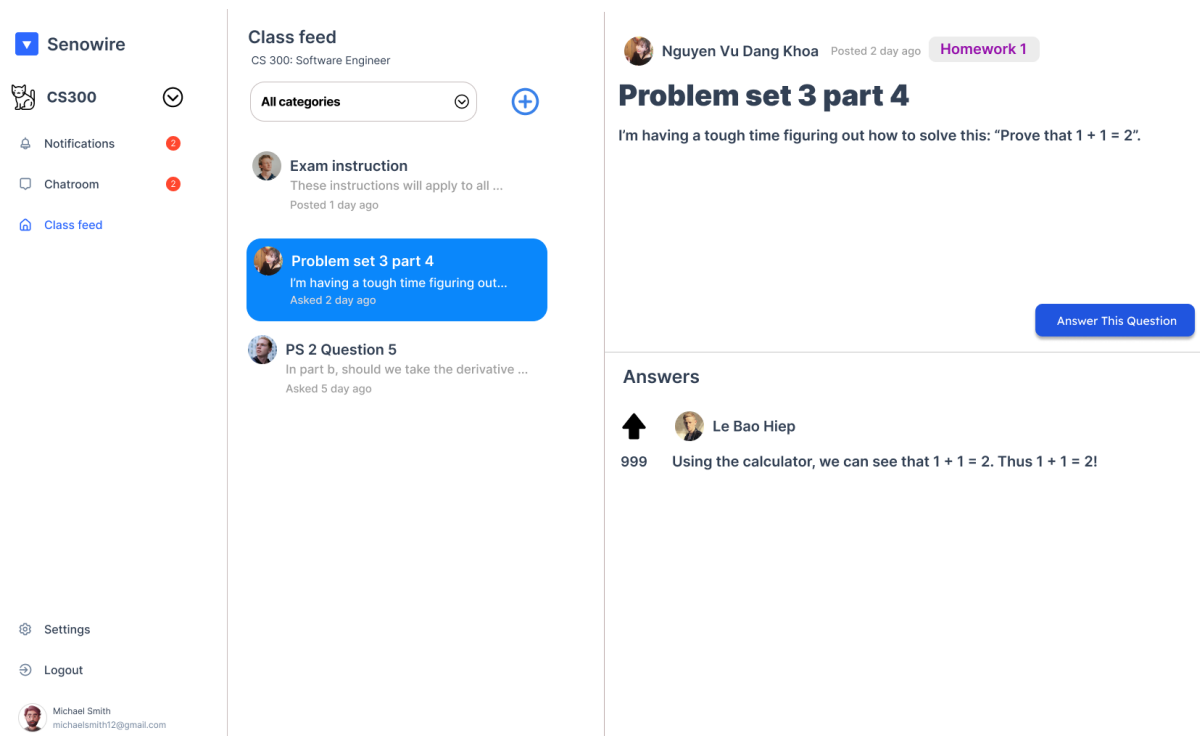
This mode is only available with the instructor. After they login into our learning management system for the first time, they will receive an announcement to create the first class. After filling in two fields (Class name and Class number) and choosing the term, they can choose the button “Create” in order to create the class. If they do not want to create a class at this time, the instructor can choose the ”Cancel” to ignore this work.

Scenario 2: Choosing a class and view it:

In the student’s case, they will have the same interface with the teacher but they cannot create a new class and they can only participate in this class through the invitation of the instructor. To choose the course which user want to view, they can click on the arrow which is beside the name of the class and the details of the course which the user participating will be displayed:



Homescreen page:



Scenario 1: Displaying homescreen mode

This is the homescreen of the course after the user logging into our website. In this screen, they can click to see some useful information in some tab such as: "Notification, Chatroom". The class feed will be displayed all the question which the user ask in this course. Instructor can pin some question, which it is interested and valuable. Moreover, user can comment on the question by clicking on the button "Answering this question" and type the concept which the user want to discuss. A comment can be voted by an arrow button and comment which has most likes will be displayed first.

In this tab, users can set their preferences for their account such as some basic personal information. They can log out their account from the website by clicking on the button "logout" at the left bottom of this screen.

Scenario 2: Publishing new question to the forum

On the other hand, if the user wants to create a new question, they can choose the "blue plus" button on the right of the bar "All categories". This can can be illustrated as that:



After clicking on this button, a new screen for entering the concept of the question will be displayed for the user. This can can be imagined as that:

New

Question

in CS300

Select category

Write a question summary

B I - H </> x² “ ” ☰ ☷ 🔗 📎 📁 @ 📧 ?

Switch to rich text editor

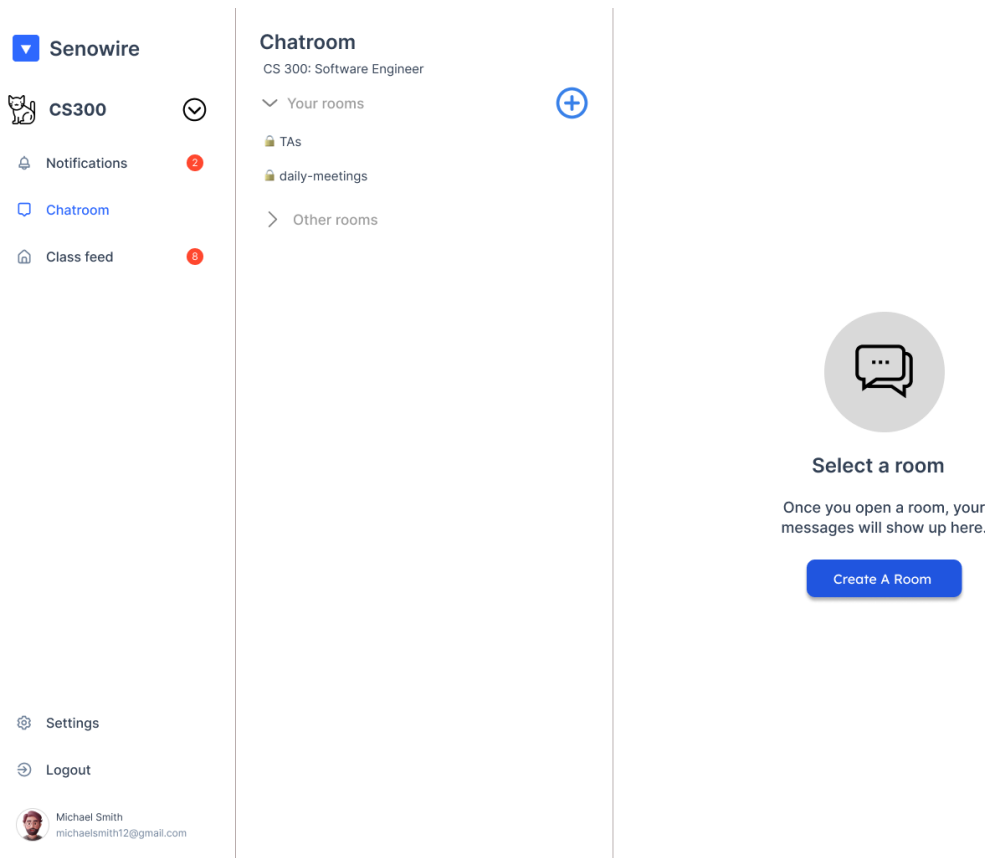
Write the details about your question

Preview

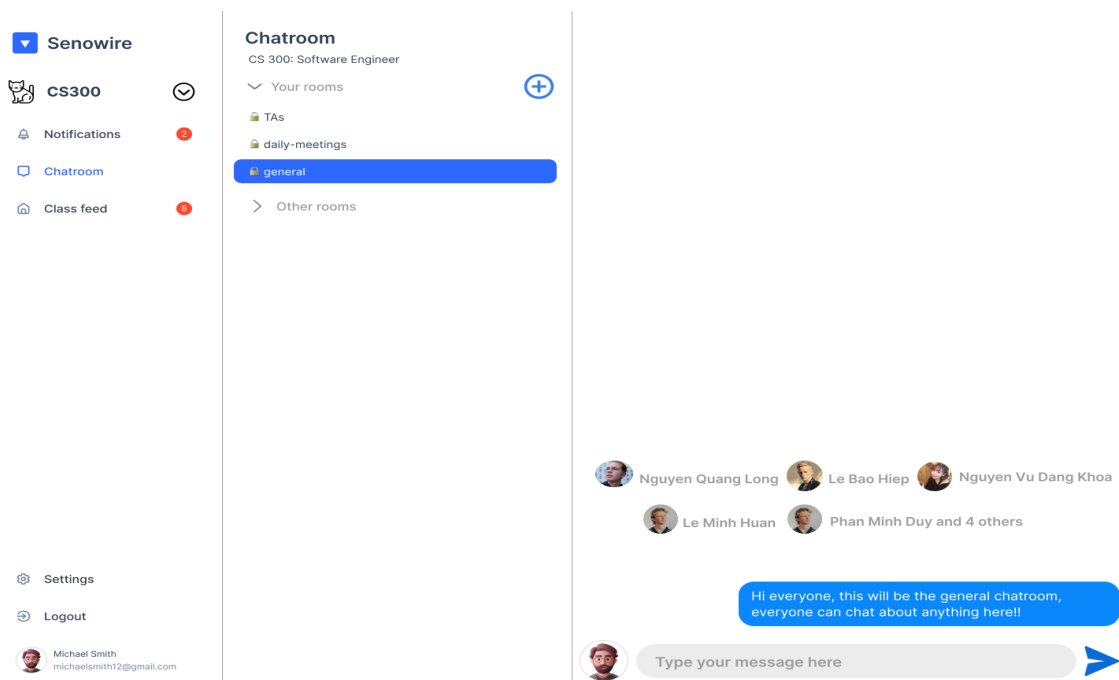
To create a question, users must write the short description for their question at first as to which the topic of the course will be related to their question. Next, they will write the details of their question in the details box. Users can write their question with some specific mode such as “Bold, Italic, code mode”. They can use latex for typing the equation or make their question look more attractive. Users can upload the image of the question if they do not know how to type specific format. After typing the question, the preview of their question will be displayed for the user in order to know how this will be displayed when they post. The bar “select category” will be used to classify the type of this question. After completing all these works, users can publish their question to the forum.

Chatroom page:

Scenario 1: Display basic chatroom mode

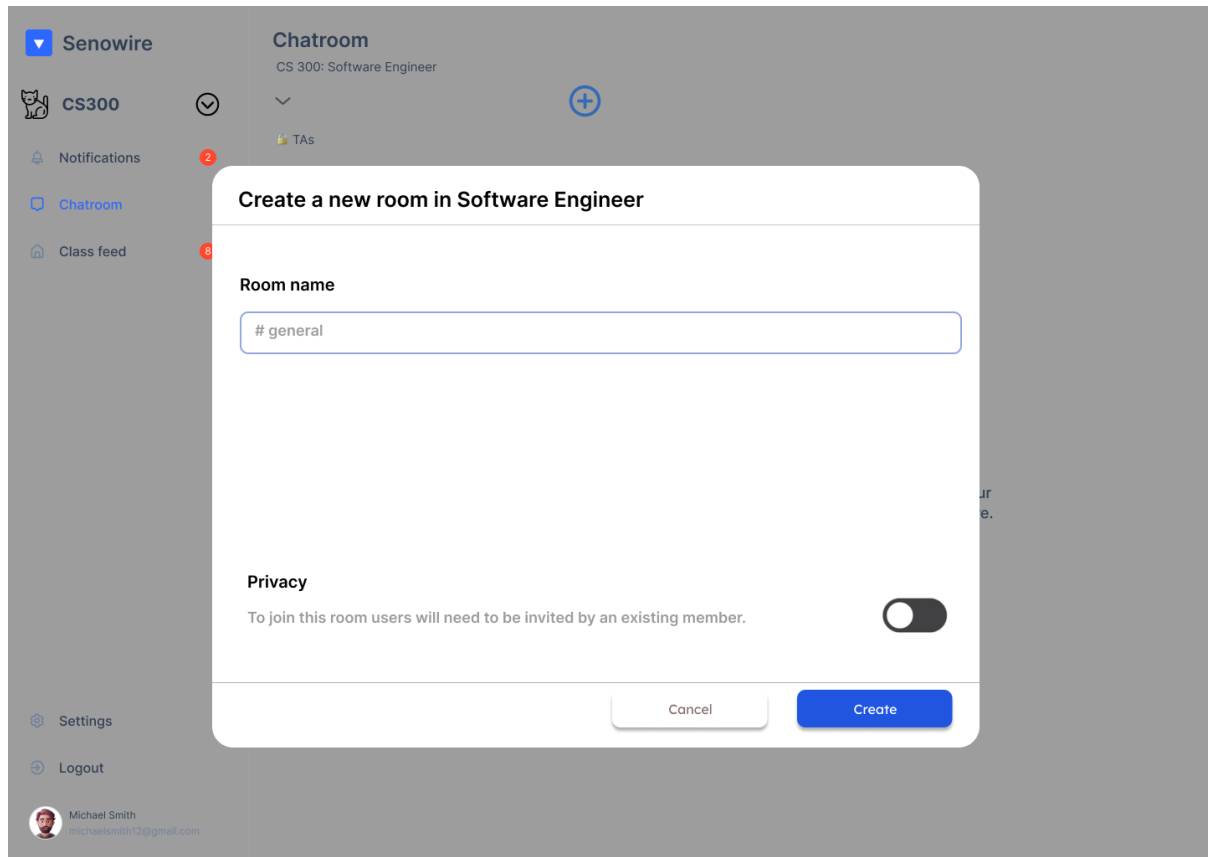


After clicking the button chatroom from the homescreen, this mode will be displayed. User can see some chatroom which he or she participated in last. To view the chatroom, users can choose the room they want to see and watch the full content of this room. After choosing the chatroom, the screen can be displayed as that:




Scenario 2: Creating a new chatroom in this course:


Users can create a private chatroom or public chatroom in this course depending on the purpose. If they create a privacy chatroom, another user can only access this by an invitation from the user which is appeared in this chatroom. To create a chatroom, user must type the room name at first (If user does not fill in this field, the default name “general” will be created). Finally, they can choose privacy mode or not and click on the button “Create” to create this chatroom.





Scenario 3: Invite people joining a chatroom


User can invite some people into a chatroom through the list of people in this course. They can quickly find the name of the user who they want to invite through the search bar. After finding these people which the user wants to invite, they can click on the button “Add members” to invite these people to join this chatroom.


 Senowire


 CS300


 Notifications 2

 Chatroom

 Class feed 8


 Settings

 Logout


 Michael Smith
michaelsmith12@gmail.com

Chatroom


CS 300: Software Engineer

 TAs

Invite people to chatroom


 Search...

☐

 **Le Minh Huan**
lmhuan20@apcs.fitus.edu.vn


Student

☐

 **Nguyen Vu Dang Khoa**
nvdkhoa20@apcs.fitus.edu.vn


Student

☐

 **Phan Minh Duy**
pmduy20@apcs.fitus.edu.vn


Student

☐

 **Le Bao Hiep**
lbhiep20@apcs.fitus.edu.vn

Student

☐

 **Nguyen Quang Long**
nqlong20@apcs.fitus.edu.vn

Student

Unselect all

Cancel

Add Members